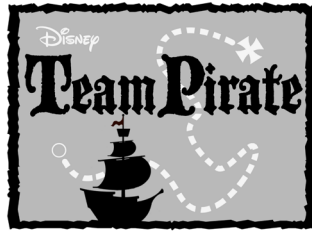


series concept by
Bobs Gannaway



Ahoy! Each episode of TEAM PIRATE is a treasure hunt adventure. Our tales begin just off the shores of Neverland on Pirate Island, the ultimate hideout home of Team Pirate. Captain Hook always has his spyglass aimed at Team Pirate and is determined to steal their fun – it might be a soccer ball for a big soccer match or the candles for a pirate party cake. Whatever the item, Hook steals it and Team Pirate must use teamwork to retrieve their lost treasure.

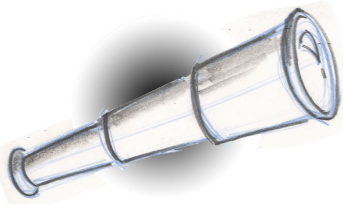
Let's team up with Team Pirate to find the treasure!

First, our pint-sized pirates must track down Hook and learn the fate of their treasure. During the adventure that follows, and with the help of the viewer, Team Pirate overcomes exciting Neverland-inspired physical obstacles and unusual creatures. Each time a step is completed our audience receives a gold coin – with an ultimate goal of filling up their very own treasure chest! Meanwhile, buffoonish CAPTAIN HOOK and his comical sidekick SMEE will stop at nothing to prevent Team Pirate from finding their treasure.

CHARACTERS

SLIGHTLY – THE LEADER PIRATE

Slightly is the oldest of the Team Pirates and self-proclaimed leader. He always has a clear view of their objective, and galvanizes the team with his enthusiasm and ability to include the contribution of everyone.

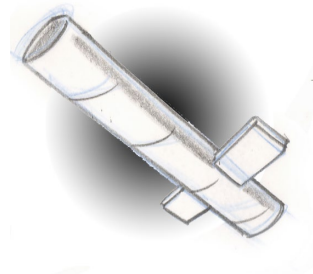


Slightly's pirate item: a SPYGLASS. He uses this to spot distant dangers and determine where they are going next. Plus, he uses it as a makeshift sword when battling Hook!

NIBS – THE “LEAP BEFORE YOU LOOK” PIRATE

Nibs is brimming with enthusiasm and drive. He always wants to get going before there's a plan. As a result, he tries to quickly push his ideas through. When challenged, Nibs challenges back. His sense of urgency can stir the group into a frenzy of excitement, but often this excitement leads them down the wrong path.

Nib's pirate item: a TOY SWORD. This is his paper towel tube sword that he brandishes with pride. It has a lot of bark, but very little bite.



CUBBY – THE YOUNGEST PIRATE

Cubby is the youngest and most timid of the group. He has the trusted Map and is called upon to help track down the missing treasure. Cubby is our comic relief and will run first and ask questions later. When push comes to shove Cubby overcomes his fears and is courageous.

Cubby's pirate item: a MAP OF NEVERLAND. The map is Cubby's security blanket. He takes it with him everywhere they go – this way he'll always know how to get home!

REDDY – THE ORGANIZER (AND ONLY GIRL PIRATE)

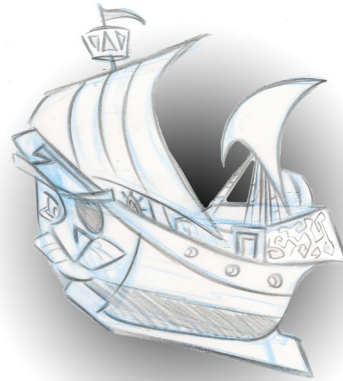
Get ready for Reddy, ‘cuz she’s the only girl on the team. Reddy is logical and detail-oriented. She’s trustworthy and hardworking and helps Slightly lead the team.



PIXIE DUST. Tinker Bell has entrusted Reddy with a bag of pixie dust that they can use to fly (as well as other magical things). But she’s protective of it and will only use it in emergencies.

BUCKY (THE TEAM PIRATE SHIP)

Sail ho! Team Pirate wouldn’t be pirates without a ship! And while their ship, the Buccaneer, is humble compared to Captain Hook’s Jolly Roger, it does have one big advantage... the Buccaneer is enchanted with pixie dust. That’s right, the Buccaneer is alive! Though a bit cantankerous, Bucky, as he’s called by the team, lives for adventure and will do anything to help Team Pirate find their treasure.



CAPTAIN HOOK

Captain Hook doesn’t believe in teamwork. Blast! He believes in one thing: treasure! Although Hook is a ruthless pirate, he is buffoonish and comically broad in his actions – and a big cry baby! Often melancholy and melodramatic, Hook doesn’t understand why children despise him. Perhaps it’s the hook on his hand, which he can replace with any number of attachments: a telescope, a shovel, or something as silly as a bubble-maker!



SMEE

Smee adores the idea of teamwork, ‘cuz then he wouldn’t have to do everything himself! Smee is Captain Hook’s boatswain, and Hook is endlessly ordering him to do everything, from cutting up his food to singing him to sleep! He’s a roly-poly chap and operates as Hook’s spin doctor, always finding the silver lining.

LOCATIONS

PIRATE ISLAND

Team Pirate resides in the ultimate hideout island, a playful maze of trap doors, pulleys, secret passageways, lookouts, hidden rooms, and underground tunnels leading to secret caverns and secret exits. There's a slippery slide that delivers you from the underground hideout to the deck of Bucky, who resides in a hidden cove.

NEVER LAND

Mountains, deserts, volcanoes, lakes, bays – Never Land is an imaginative and boundless island to explore! The environs all have enticing, adventurous names: SKULL ROCK, MERMAID LAGOON, CANDY CAVES, DINOSAUR COVE and BIG BUG VALLEY to name a few. Plus, there will often be “pixie-fied” elements to overcome, like LEVITATING LILLY PADS or RAINBOW ROW BOATS, as well as magical creatures to confront, like a GIANT JOLLY CATERPILLAR or a SOUR GUMMY TOAD.

THE JOLLY ROGER

Captain Hook's ship is home to himself, Smee, and a pirate crew.

CURRICULUM

Team Pirate's curriculum is teamwork. This includes:

- listening to other people's ideas
- asking questions, interacting, and discussing the goals of the team
- treating each other with respect and supporting each other's ideas
- helping each other and sharing
- including everyone
- learning how to clearly communicate with each other

STORIES

THE MYSTERY OF TURTLE ROCK

Surf's up... but Team Pirate has no surfboards! The team is quick to conclude: the surfboards were stolen and hidden by Hook. When Slightly asks for everyone's ideas on how to plan for today's treasure hunt, Nibs won't listen. He dismisses everybody else's suggestions, insisting his idea is best: to get going so they don't waste any surf time. Soon, nearly everyone is rallying around Nibs' proposal, and despite Slightly's best judgment, the team goes along.

With the help of the viewer, the team follows clues leading them through Slip Slidin' Caverns, past Whale Tail Rock, then to a rope bridge connected to mysterious Turtle Island. Slightly doesn't think the bridge looks safe, but Nibs won't listen to anyone else's ideas and insists they move forward. As they make their way across the bridge, the rope snaps and our characters fall... right into the hands of Captain Hook. It was a trap!

When it's time to come up with ideas on how to escape from Hook, nobody dares say a thing because they are tired of Nibs always shooting their ideas down. In the end, Nibs admits that it's better to hear everybody's ideas instead of just his own. As a result, they work together to escape Hook's ship and make it Turtle Rock, where they find their stolen surfboards as well as another surprise – Turtle Rock is a giant, swimming turtle! Turtle Rock returns the Team to Pirate Island just in time to catch some waves.

THE GRINNING GHOST OF SHIPWRECK GROTTO

It's the annual Pirate Party... but Hook stole all the party supplies! With the help of the viewer, Team Pirate must follow the clues and venture through the Candy Caverns, over Stormy Mountain, then descend to Shipwreck Grotto – home of the Grinning Ghost! Cubby, who knows and fears the legend of the Grinning Ghost, warns them that it's too dangerous. But Slightly reassures Cubby and off they go!

As they descend into Shipwreck Grotto, Cubby is spooked by every shadow and every sound. Slightly tells Cubby he's not being a good team member by giving the entire team the heebie-jeebies. When Team Pirate finally makes it to the heart of Shipwreck Grotto, they confront the Grinning Ghost. The entire team is frightened... except for Cubby. He rescues them with his knowledge... this Ghost loves parties! In the end, the party supplies are found and the Grinning Ghost scares away Hook and Smee... but joins Team Pirate for the big Pirate Party on Pirate Island!
